

# CO GAME Videogame Research

## General Information about the Game

### Name of the game

Assassin's Creed II

### Year of Creation

2009

### Description of the game

The plot is set in a fictional history of real world events and follows the centuries-old struggle between the Assassins, who fight for peace with free will, and the Templars, who desire peace through control. The framing story is set in the 21st century and follows Desmond Miles as he relives the genetic memories of his ancestor Ezio Auditore da Firenze. The main narrative takes place at the height of the Renaissance in Italy during the 15th and early 16th century. Players can explore Florence, Venice, Tuscany and Forlì as they guide Ezio on a quest for vengeance against those responsible for betraying his family. The primary focus is to utilize the player's combat and stealth abilities, as Desmond begins to uncover the mysteries left behind by an ancient race known as the First Civilization in the hope of ending the conflict between the Assassins and Knights Templar.

### Platform

PlayStation 3

Xbox 360

Microsoft Windows

Mac OS X

### Type of the game

Action-adventure

### Website

<http://assassinscreed.ubi.com/en-us/games/assassins-creed-2.aspx>

**Are there more institutions cooperating to the videogame development? Which profiles?**

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## BLOCK A. HERITAGE INTEREST

This part is for describing the heritage quality of the game.

### **Is there any distinctive heritage element?**

The cultural heritage of Renaissance in Italy during the 15th and early 16th century.

### **If yes, which are the different historical contexts (Who, when, where, why?) described.**

Assassin's Creed II's plot includes the fictional depictions of historical characters including Niccolò Machiavelli and Rodrigo Borgia, later known as Pope Alexander VI. Time frame: Renaissance in Italy.

### **Which are the main historical elements described?**

The characters based on historical figures are present in the game, including Leonardo da Vinci, Niccolò Machiavelli, Caterina Sforza, Bartolomeo d'Alviano, Lorenzo de' Medici, the Pazzi family, the Barbarigo family and Pope Alexander VI.

Locations in the game include the Tuscany region (Florence, Monteriggioni and San Gimignano), the Apennine Mountains, the Romagna region (Forlì), Venice and Rome. Specific landmarks include St Mark's Basilica, the Grand Canal, the Little Canal, the Rialto Bridge, Santa Maria del Fiore, the Sistine Chapel, Santa Croce, Palazzo Vecchio, Ponte Vecchio, and Santa Maria Novella.

### **Are they rigorous or inspirational or simply scenarios for the development of the story?**

Inspirational and fictional story.

### **Which are the most interesting elements regarding COGAME framework, and why?**

The creative story writing, the interesting historical background, the atmosphere, the artistic elements (music, graphic, sound design, visual effects, etc), and the action scenes.

## BLOCK B. EDUCATIONAL PURPOSE

This part is about collecting information about the educational sense of the game.

### **Age addressed by the videogame**

+18

### **Is there any link with the national educational levels? (Is the game addressed specifically to any pedagogical level? To some pedagogical activity?)**

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**Which educational purpose has the game?**

Strengthen the knowledge of the Renaissance in Europe. A database is also available, providing extra historical information about key landmarks, characters and services that the player encounters.

**Target addressed by the project (List: community, classroom, subrepresented groups, disadvantaged, etc.)**

Community of young adults.

**Which are the main skills / knowledges / attitudes learned by using the videogame?**

Historical knowledges: buildings, cloths, locations and persons.

## BLOCK C. VIDEO GAME DESIGN

This part is for collect information about video game design

**Graphics (Which type of graphics are used by the video game?)**

3D graphic (third person with 360° view).

**What is the storytelling of the video game? (Which are the main narrative elements?)**

The missions in the game now have an expanded variety, with different structuring. For example, a mission may have the objective to escort someone, but may change to a chase and assassination. Investigation is less explicit, and instead missions may follow people and/or a narrative. There are roughly 200 missions in the game; about half are part of the main storyline, while the rest are side quests which need not be completed in order to finish the game's main storyline. Cities also contain hidden locations such as catacombs and caves (the design of which have been compared by the developers to the Prince of Persia series, where the objective is to navigate the area). Exploring these locations eventually rewards the player with an Assassin's Seal; the collection of all six Seals allows the player to unlock the Armor of Altaïr, in a concealed section of the Villa.

**Is it future or past oriented? It is dystopian or utopian?**

Past oriented.

**Main characters (How many characters the player can choose? Describe them.)**

Only one: Desmond Miles / Ezio Auditore da Firenze.

**Interactivity (What is the level of interactivity inside the game? Describe.)**

The game takes place in an open world environment with nonlinear gameplay, allowing the player to roam freely within several regions of late fifteenth-century Italy. There are many ways to interact with NPCs. Money thrown to the ground, or a corpse carried and then deposited on the ground, may also serve as a distraction for both guards and peasants. There are also several different types of

enemies, some more agile or stronger than others, and some of which will actively search hiding places where Ezio was last seen.

**Usability (Has the game a complex screen? Number of controls (keyboard, screen, Joystick...))**

The game has a simple screen with the basic information.

Controls are depending on the platform.

**Accessibility (Is the game prepared for people with mobility or control disadvantages?)**

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## **BLOCK E. ASSESSMENT FOR CO-GAME**

**Which are the elements you identify as relevans to be taken in mind for the development of the different IO for Co-Game?**

Proposed elements to follow: storytelling, atmosphere, artistic design, music (quality of gamification).

**Which are the elements not to repeat while developing Co-Game?**

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**Name of the organisation in charge of the questions (Write the name or your organisation (CEPS, LATERNA, MUNDANEUM, CIES; BFI)).**

Laterna Magica